My little animation project

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1. To make the animation that you just saw I didn't seek out any new information FOR the animation, I was using what I've already learned with my experience with drawing and the experience that I've attained during the process of making it

I was already interested in drawing and writing short stories WAAY before this project so the concept of me making a full animation wasn't exactly something new

But that wasn't enough to motivate me to make a full-fledged animation that I'd put that much effort into

That was until I watched an animation video on Youtube about something very personal to me

My belief that death was a permanent end of one's life instead of a stepping stone for another stage of one lead me to like that animated video and inspired me to recreate it but with my characters and my spin on the topic

so the lines you hear in my "animation" are the voice lines that I got from that animation... which itself got the audio from a series that I don't remember the name of

(((I just remembered the first version of it that I watched was a Minecraft version BUT I didn't get inspired to make an animation from it so haha)))

I'll explain it briefly… fine I'll be honest this will take a significant part of this "speech" but the first character we've seen in the video was the style of art that I developed back in 2019, and references to the orange stickman such as the tombstone in the far back, the painting in the bus, and the Slenderman references (which is his other form) by the statue in the front of the bus and his tie on his grave are references to my second ever animated character who was animated back in 2018 in a channel that doesn't exist anymore… I can't restore the old videos at all so the first two animations I've ever made are the only animations that are left from my past

The Orange stickman originated from a video called "Animation vs Minecraft" which is an ongoing series made by "Alan Becker", the first video I've seen and got inspired from was made back in 2015 so after making animations with that character in 2018 I tried to come up with my character because I didn't think it was creative using someone else's character which lead to the creation of my first ever style

(Note that the Orange Stick man in the animation vs minecraft series didn't transform into Slenderman, that was just what I came up with for my second animation)

Sorry for taking so much time but I just wanted to show why these characters mean so much to me and their backstories, also since I know that I'll die one day I'll feel more comfortable knowing that I at least mentioned the

stories behind these characters to people even if they most likely already have forgotten it

Oh and also my first style character was made when me and my family were driving to Bakuriani

2. Anyway for this project I had to make sure to do a couple of things to make the "animation" (it's more of a sketch really)... make the sketch work

1) the first thing I had to do was make a rough outline of what the scenes would look like, after coming up with the story of course

The rule that I always follow is to redraw the art over and over and over until it was drawn well enough even though I still made mistakes which is why I should've re-watched the video to spot any mistakes such as appearing and disappearing lines or the characters not being drawn fully (that's something I learned AFTER the animation was uploaded which is why I regret not re-watching it beforehand)

2) for number two adding more symbolisms and Easter eggs like when the new style screams angrily while hugging old style tightly the rain behind him is bigger and rougher... or I guess it's just bigger, but when he calms down after the old-style hugs him back the rain gets thinner as in calmer/less extreme

3) then redraw the final art again but in a slightly different way so in animation it'll look more lively and less boring because watching the same frame for a long time

isn't exactly interesting but watching two of the same art looping gives it a sense of style that I really wanted to add to my animation

4) add as much substance throughout the process of making it and add a message

For this one, it wasn't anything creative it was about how the end of someone's life is a permanent end of their existence which the voice lines were already saying

But also that such thing could be considered for art styles because when people significantly change their art style they rarely stop to salute and say goodbye to their past style so you could say even Art Style has a life cycle which would also be influenced by the life of the artist

5. I think the project could be greatly improved if I went back and fixed the glaring and distracting issues (at least glaring and distracting for me) like the rain not moving when the character was, a character not being fully drawn, a character not being drawn well enough, appearing and disappearing lines, the stylistic loop of frames not happening for some things, the loop not working as consistently, substance not being consistent, the character designs slightly changing, some parts in the animation not looking as crisp AND? the animation NOT HAVING ACTUAL ANIMATION AT ALL… these are the problems I see within the project

It's not perfect and it has many flaws

But at least it taught me that even if a deadline might give you the push and motivation to finish your work even then it doesn't guarantee that your work will be good and the problems you'll see in something that you poured your life into might lead to you remembering to fix those problems for other projects you might make in the future

I know striving to make something perfect isn't something I should do but if I know the many problems that it has then I'll have to fix them but also make sure to not overwork yourself to the point of pointlessness

Which is why I'm going to take it slow and slowly fix the problems I saw within the animation

Thanks for giving me the opportunity to show this to you

Sincerely: Austin... oh wait wrong channel

Sincerely: Saba